



Volume V, #33

BORIS THE SPIDER

A Journal of Duplicitous Doings, Raw Power, and Naked Greed

"Oh, what a tangled web we weave
When first we practice to deceive."

---Sir Walter Scott---



10 Sep 97

AOR DELAYED!

With both 'Achilleus' and BRITANNIA not finishing this time, we're extending the last call for AGE OF RENAISSANCE. We have A & J Bargender, Crandlemire, Farrow, Frueh, McCabe, and Osborne signed up. Are we missing anyone? Anyone want to play in two games? With MAGIC REALM perhaps finishing next time also, any other suggestions?

Strewn about the issue are the additional rules used at this AvalonCon's CIRCUS MAXIMUS tourney. This variant employs five new capabilities and three new tables.

We've had a spate of orders lately that basically call on the GM to make the player's whole move. This is especially true in ADV CIV, DWTK, and 18xx. Stuff like 'Maintain ships, rebuild Moscow and Timbuktu' or 'Play Scandal shit', or 'Connect Berlin and Paris in most beneficial manner.' The GM's don't mind expediting things in complicated positions if your intentions are clear enough ('Reinforce Byzantium with adjacent units if it is being sacked'), but we're not here to play your position for you.

STANDBY ALERT: We have possible openings for the following positions:

Achilleus: Azure and Black

ADV CIV: Assyria, Crete

Boris X: Osborne has first dibs if multiple entries

Boris XI: Turkey

CIRCUS MAXIMUS: Raledre Al-Ghul

DUNE: Emperor

DWTK: Knight Michael

Interested parties should send in orders for each position they are interested in. If the present player again fails to submit orders on time, a random drawing will be held.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: *I see Courage comes in all sizes -- but don't tempt Fate.*

---General Martok

Double congratulations go to Phil Naet, first on the birth of a daughter 2 Sep, second for having attained e-maildom.

Peter Boyum has moved. New address and phone number are on p 19. Now if he can just find his CIV set, ...

BOOS & KUDOS

Last's month's Madame Bolduc Press Excellence Award (and free issue) was erroneously awarded to Mark Frueh for the 1830 Press. It should have gone to Chuck Hanna.

This month's Madame Bolduc Press Excellence Award (and free issue) goes unawarded.

This month's Ms Nar Super-Sudey Bomb is lobbed at Debbie Osborne, for four NMRs.

PERSONAL COMMUNICATIONS HERE (MAYBE):

DEADLINE FOR MOST GAMES IS NOON (CDT) 4 OCT 97



ENGLAND IN, ITALY OUT Marcel Wins French Elections, Resigns

Fall 1909



1996G

MINAS MORGUL: Italy quietly follows Austria into the dustbin of History. England should soon follow and Russia, doomed to be ground between the two giants, would be next. France would seem to be the ground where the question will be answered: Will Europe be Christian or Muslim?

TROOP MOVEMENTS

England retreats A STP to LVN. French F TUN retreats to WES. German A BUD retreats to VIE.

ENG (Fisher): [F Bar-StP(nc)], F Mid-Iri, A Lvn-Mos;
FRA (Carbonneau): F Wes-Lyo, A Par-Bur, A Bre-Pic, A Por-Spa, F Spa(sc)-Mar;
GER (Boyum): F Nwy H, F Eng H, [A Sil-Gal], [A Pie-Ven], [A Vie S A Tri], A Boh S A Vie, A Yor-Lpl, F Eds H, F Bal-Swe, A Tri S A Vie;
ITA (McCabe): [F Apu-Ven].
RUS (Anderson): A STP H, A War H, F Bot S A STP;
TUR (York): F Rom-Nap, F Tyn-Rom, F Ion-Tyn, [A Rum-Gal], [A Tri-Vie], F Adr-Tri, [A Ven S F Adr-Tri], A Bud S A Tri-Vie, F Tun S F Ion-Tyn, A Sev-Ukr, A Bul-Ser.

Orders in brackets fail: d = unit destroyed due to lack of valid retreat; imp = impossible; nso = unit not so ordered; nsp = no such place; neu = no such unit; otb = off the board; otm = unit on the move; (u) = unit unordered.

SUPPLY CENTER CHART

ENG: -Eds -Lpl -StP +Mos (1) Tear 2
FRA: Mar Por Spa Par -Tun Bre (5) Even
GER: Ber Kie Mun Bel Den Hol Swe Lon Nwy -Bud +Edi +Lpl +Vie (12) Build 1
ITA: -Rom (0) Tear 1 OUT
RUS: -Mos Sev War +StP (3) Even
TUR: Ank Con Smy Bul Gre Rum Ser Tri -Vie Ven Nap +Bud +Rom +Tun (13) Build 2

Due next time are builds/tears and orders for Spring 1910. Especial thanks to Phil for playing out a nearly hopeless position.

NOTE

Marcel had the sole set of orders for France in at the deadline, so he took over. On Monday I received another letter from him resigning all games again (presumably for health reasons), so the position is open again. Me Osborne has first priority, but any interested party is invited to send in some orders. Phil and Jack, you could lose the same game twice! Or emerge gloriously triumphant.

CRITICAL HIT		Long Whip From Rear
Dice Roll	Results	
2	Defender entangled by whip and pulled out of car (see Dragged Drivers, 16). Attacker loses his whip.	
3	Severe Wound - Reduce Driver Modifier by one.	
4	Arm Wound - Defender must halve all future voluntary strain die rolls (fractions rounded up) and the resulting endurance costs for the duration of the race.	
5	Eye Wound - Vision obscured. Defender may not evade (9.37) future attacks from the side of the chariot on which he was just lashed. Defender may brake normally, and evade attacks from the opposite side of the chariot normally.	
6	Defender taken by surprise. Repeat original lash attack with one less lash factor. The attacker need not pay an extra movement factor for this additional attack.	
7	Jostled - Whip coils around defender's neck. He frees himself but is jostled. Attacker keeps whip.	
8	Defender taken by surprise. See #6 above.	
9	Eye Wound - See #5 above.	
10	Deep Wound - Take one more hit vs. driver.	
11	Severe Wound - See #3 above.	
12	Defender entangled by whip and pulled out of car - See #2 above.	



RIOTS IN TURKEY! LIVERPOOL SACKED!

X1

Fall 1903

1997D

MIRKWOOD: England and France have swapped centers and while A LPL is much more dangerous than F BEL, the French advantage is largely negated by the upcoming British build. Austria, Italy, and Turkey appear to be mesmerized by the approaching Russian steamroller. Germany now faces Schlieffen's nightmare--a two-front war.

TROOP MOVEMENTS

Austria retreats A BUD to SER. Germany retreats A DEN-KIE.

AUSTRIA (Boym): A Bul S A Ser, [A Ser S A Bul], F Gre S A Bul;

ENGLAND (Anderson): A Swe S F Nwy, F Nwy S A Swe, F Den H(u), F Nth-Bel, F Lon-Eng;

FRANCE (Martinson): A Wal-Lpl, A Pic S A Bel, F Eng-Mid, [A Bel H](d), A Par S A Bur, A Bur H;

GERMANY (Gunar): [A Kie S A Mun](otm), [A Mun-Bur], A Hol S ENG F Nth-Bel, A Sil-War, A Ruh S ENG F Nth-Bel;

ITALY (Wilson): [F Ion S TUR F Aeg-Gre](nao), [A Tri-Tri], [A Tri-Ser], F Adr S F Ion, F Tyn S F Ion;

RUSSIA (Gorham): A Fin-StP, A Vie S A Bud, F Rum-Bla, A StP-Mos, A Sev-Rum, A Bud S A Vie;

TURKEY (Coranson): NMR: A Con H(u), F Aeg H(u), F Eas H(u).

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; nao = unit not so ordered; nap = no such place; nsu = no such unit; otb = off the board; otm = unit on the move; (u) = unit unordered.

SUPPLY CENTER CHART

AUS: -Bud Ore Ser Bul

ENG: Edi Lon -Lpl Nwy Swe +Bel +Den

FRA: Bre Mar Par Por Spa -Bel +Lpl

GER: Ber Kie Mun -Den Hol +War

ITA: Nap Rom Ven Tri Tun

RUS: Mos Sev StP -War Rum Vie +Bud

TUR: Ank Con Smy

(3) Even

(6) Build 1

(6) Build 1

(5) Even

(5) Even

(6) Even

(3) Even

Due next time are builds and orders for Spring 1904.

EMBASSY BEAT

BERLIN to MOSCOW: Stay Cool. I am just borrowing *it*.

BERLIN to PARIS: If that's the way you feel about *it*.

CONSTANTINOPLE:

BORIS WORLD PRESS REVIEW

Reich Sentinel: Recent events have proven that the frogs and pastamanias are blood brothers.

TOURNAMENT CIRCUS MAXIMUS

The tournament rules are the same as the standard Advanced Game Rules except as stated below:

1. Starts from a dead stop lose 1 die's worth of MP.

2. Players start with five (5) prep points, not four.

3. During the initial chariot build phase, a roll of '6' for team speed or endurance may be re-rolled at the cost of one driver hit for each. Additional sizes rolled for the same attribute may be re-rolled for free.

4. There are five new capabilities:

a. Counterweight (Cost: 1/2): Chariot enters corner using safe lane speed of next corner to the outside (thus a chariot may enter the 20 lane safely at a speed of 24 without paying endurance). Max opped in the 28 lane is unlimited.

b. Driver Armor (Cost: 1/2): Subtract 3 from lash factor for all whip attacks against driver. Subtract 3 from hit total when hit by dagger. Divide dragged driver die roll by two, rounding fractions down.

c. Wheel Armor (Cost: 1/2): Subtract 3 from wheel damage roll to cart.

d. Horse Armor (Cost: 1): Subtract 3 from horse injury roll against your #1 and #4 horses. Does not help against lash attacks.

e. Long Whip (Cost: 1/2): Receive long whip and dagger in addition to usual standard whip. Use Long Whip Lash Attack Table. Dagger may be thrown only when the --

--continued on p 5



BALKAN WARS VI We Negotiate!



pre-Spring 1918

NOTE: Brad has requested an extension for negotiations since the USPS didn't deliver his *Boris* until 24 Aug. Since half of you would be NMR otherwise, I'll grant it. Should've done it in the first place anyway. Marcel has resigned; Dave Anderson will take over as Rumania.

ALB (K Wilson): ? Tirana, ? Montenegro, ? Valona
BUL (Crandlemire): A Sofia, F Varna, A Plovdiv, ? Thrace
GRE (B Wilson): ? Athens, A Salonika, F Sparta
RUM (Anderson): A Bucharest, A Galati, F Constanta
SER (McCabe): A Belgrade, A Nish, A Skopje
TUR (Fisher): A Constantinople, F Ismit, F Smyrna

Due next time are orders for Winter 1909/10 and Spring 1910.

PRESS:

Albania to all: His Royal Majesty, King Kevin III of Albania, wishes to invite all parties to the pending hostilities to visit beautiful islands of the Mediterranean. There is nothing of value or beauty in our poor country to warrant any attention from your soldiers or sailors. We just wish to be allowed to exist peacefully.

Serbia to Albania--2 neutrals, we each get one, or we end up fighting over one. Let's talk and divide this up, what has been done can still be undone.

Serbia to Bulgaria & Rumania--Would it not be a lot easier if we did not have to watch our backsides among each other?

CRITICAL HIT		Long Whip From Adjacent
Dice Roll	Results	
2	Defender entangled by whip and pulled out of car (see <i>Dragged Drivers</i> , 16). Attacker loses his whip.	
3	Severe Wound - Reduce Driver Modifier by one.	
4	Arm Wound - Defender must halve all future voluntary strain die rolls (fractions rounded up) and the resulting endurance costs for the duration of the race.	
5	Eye Wound - Vision obscured. Defender may not evade (9.31) future attacks from the side of the chariot on which he was just lashed. Defender may brake normally, and evade attacks from the opposite side of the chariot normally.	
6	Defender taken by surprise. Repeat original lash attack with one less lash factor. The attacker need not pay an extra movement factor for this additional attack.	
7	Deep Wound - Take one more hit vs. driver.	
8	Stunned - Defender must accept all whip attacks for the rest of this turn. Attacks against horses or chariot may be escaped.	
9	Eye Wound - See #5 above.	
10	Jostled - Whip coils around defender's neck. He frees himself but is jostled. Attacker keeps whip.	
11	Severe Wound - See #3 above.	
12	Defender entangled by whip. Both players roll two dice and add their current number of unmarked driver hit boxes. Driver with the highest total pulls his opponent from his car (see <i>Dragged Drivers</i> , 16). Regardless of outcome, attacker loses his whip.	



ACHILLEUS

EPOCH VIII

1914-1930 AD



1A0<437.

Dan Farrow:

Debbie Osborne:

Paul Zieske:

Red

Azure

Purple

Kevin Wilson:

John Bryden:

Dave Anderson:

Green

Black

Orange

We will play with colored monuments, fortresses, Persistence of Culture, US Navy (may play 1F in either Atl or Pac as well as Car), and Epoch VIII.

THE BOARD:

AIII: Cau, EAn; AIV: Cey, GPC(OM), Han(C), Kor, Men, Sum; AV: Sha(PM), Sfb;
AVI: Bra, NAn(c), Pat, SAn, Wlb (C,AM, Science), Win; AVII: App(C), Dee, Mex(c), PSb,
BIII: Gol(c,f); BIV: Irr, WSt; BV: Dal, NAp(f), SAp(PM); BVI: CAm(c), GLa(2), GPI,
Pyr(C); BVII: Dni, Est, Mon, NEP(3,C, Architecture).
GI: Caf, Eaf; GIV: Lib, Nil(AM), Nub, Pal; GVII: Con, EDe(c,AM), EOh, SAF, WDe
OIV: Dan, Mal(c,f); OV: Che, Sae(c), Tar(PM), Wei(OM), Yan, Yel;
OVII: Alb(c, AM), BSb(C,OM), CEu(OM), CMA, NGa(AM), WGH.
OVIII: Hig, Ire(2), LRh(C), Sca, WGa
PII: Gui; PIII: Cre(2,c,f), Mor, Pin(2); PIV: Mek(2,C,f), SiK, UNi; PV: MTi(PM);
PVI: GaD(RM), GaV(C,PM), Hin, Lin(RM), PPI(OM), PSD(c), Tur(c,OM), UIn(BM), Zag(BM);
PVII: Ara(c,OM), Aus, Mad, NGu.
RIV: Bal(3,C,RM); RV: Ein; RVI: Lev(AM), UTi(RM), WAn(C,RM); RVII: Hok(2,OM).
WI: LTI(2,C,F).
Fleets: AtI(ABGPR), Bis(B), BoB(P), EMS(2R), Ind(AGOPR), Nth(2O), Pac(APR), Red(G),
SCS(R), SoJ(A), WMS(A).

S<ORE (SP/VP): A(78/162+), G(72+/214+), R(73+/188+), P(74+/231+), B(76+/180+),
O(86/186).

EPOCH VIII (CONTINUED)

<OMMUNISTS (A): Roll 3,3: take "Leader", Play 1A @ NEP (2BVII r-???, 1BVII r-???)...

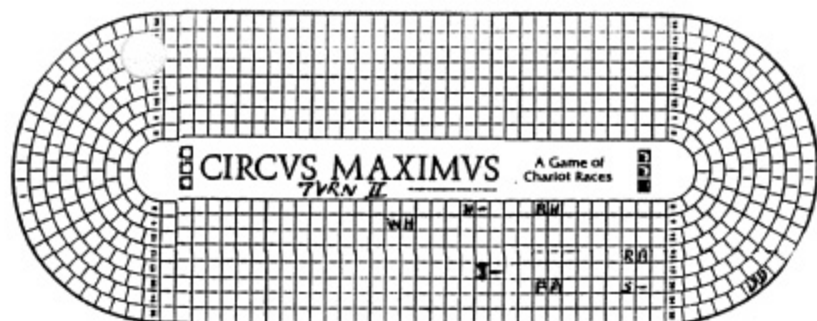
Ms Osborne is NMR. Rather than pushing the game finish back two more months, she (and Mr Bryden for his retreats) have a special deadline, noon 27 Sep. If she has not submitted orders by then, Ms Nar or a standby will play out the position. We should then be able to finish this up in the next issue.

PFSS:

Green to Red: Gee, thanks :-)

TOURNAMENT CIRCUS MAXIMUS (continued from p 3)

owner is stopped and the opponent's chariot or horses are adjacent at any time to the stopped horses or chariot. TO THROW DAGGER: roll dice and include CDM as in normal attack. If the defender rolls equal or higher, the dagger misses. If the dagger hits, roll one die for driver hits versus the target. The standard whip may be used if the long whip is lost. Long whip attacks may be made from behind (see illustration) or from two lanes away.



First DOLFIN!

OPP.	COLOR	DRIVER (C/M/P/N)	CART	WHEELS	TEAM	END	SPEED	P/I
4-1	Red	Raisdre Al-Ghul (+2/8)	L	0/0	7536	32	23	0/0
4-1	Brown	Notasulgus (+1/7)	H	0/0	6435	30	19	0/0
6-1	Black	Josephus (+2/10)	M	0/0	5434	41	18	0/0
6-1	Blue	Sartorius (+2/10)	L	0/0	6445	42	21	0/0
7-1	Purple	Roman Holiday (+1/6)	M	0/0	6435	43	19	0/0
12-1	White	Flippus Maximus (+1/8)	M	0/0	5445	47	19	0/0
22-1	Green	Davidus Dumbitus (+0/7)	L	0/0	7436	60	20	0/0
247-1	Yellow	Won Hung Lo (+2/8)	H	0/0	5325	19	17	0/0

Pos

No further bets were placed. Flippus wanted to withdraw some of bet (all the more to bet later at perhaps better odds), but, upon reflection, I decided to disallow that ploy.

Turn II:

NOTASULGUS: 19, no whip. Ahead 19.

RAISDRE AL-GHUL: NMR! 23, no whip. Ahead 23.

SARTORIUS: 21, no whip. Ahead 21.

FLIPPUS MAXIMUS: 19, no whip. Ahead 19.

DAVIDUS DUMBITUS: 20, whip (+5, -5 END) = 25. Ahead 25.

WON HUNG LO: 17, no whip. Ahead 17.

ROMAN HOLIDAY: 19, whip +5, -5 END) = 25. Ahead 12, in 5, ahead 3.

JOSEPHUS: 18, no whip. Ahead 6, out 1, ahead 10.

Due next time are orders for Turn III. These should include the usual: speed, whether to whip or not, whom to attack and how if the opportunity arises, to brake, evade, or take it if attacked, and what lane to finish in if possible. You should also submit orders for Won Hung Lo. One set will be randomly chosen and used.

PRESS:

Overheard from Flippus: "Where is Marcia? She said she'd be out here. She didn't stick me with another one did she?" Grumble, grumble.

DOWN WITH THE KING--continued from p 7.

#31

Marquise Ruth (#63, MC): 18/36 PP, 2 IP, 12C, #53(H), #12, #16, #42, #61, #23, #65, #11, #43, K Thomas II

STELLAR CONQUEST

JAMES T KIRK--Due next time are orders for **Gambit 32** and **any number** Movement 33-36

WILLIAM T. RIKER--Coming to a corner of a galaxy near you! Sign up now!

DOWN WITH THE KING

THOMAS ALIVE!!

Turns 11/12/13



The Cast (in Turn 12 movement order):

Baroness Mary (#64): 15/4 PP, 1 IP, 15C: #34, #21(H), #44
 Marquise Ruth (#63, MC): 18/33 PP, 1 IP, 12C, #53(H), #12, #16, #42, #61, #23, #65, #11, #43, K Thomas II
 Knight Michael (#15): 15/1 PP, 1 IP, 15C: #36, #35(H), #24, #25
 Duchess Elizabeth (#62): 20/30 PP, 28 IP, 13C, #66(H, Ba), #55, #52, #56, #33, #51, #46, #31
 Sir Richard (#14): 33/28 PP, 9 IP, 12C, #41(H), #13(H), #46, #54

The Cabinet:

Monarch: King Thomas II (90 Sup, Ru)	Consort: <Vacant>
Navy: Sir James (#22, Ru)	High Minister: Lord Percival (#41, Ri)
State: Duke Marley (#44, Ma)	Army: Duke Roland (#42, Ru)
Trade: Knight William (#26)	Justice: Earl Duncan (#34, Ma)
Epain: Sir Drew (#11)	Besyzan: Earl Maxwell (#32, Ru)
Sandarkan: Sir Charles (#24)	Cronos: Knight Dale (#25, Ru)
City States: Sir Malcolm (#13, Ri)	Treasury: Duke Henry (#43, Ru)

ROYAL DEATHS: Alfred, Almerly, Catherine, Phillip, George, John, Alan

Turn 11

5. PLAYER TURNS:

Lord Percival attempts to kill King Tom (-1 drm). Ruth plays "Informer" (-2 drm).
 Roll: 8-3 = 5 = Unsuccessful.
 "Scandal" on Ruth. Roll: 9 = Unsubstantiated.

Turn 12

1. **PLAYER ORDER:** Baroness Mary, Marquise Ruth, Knight Michael, Duchess Elizabeth, Sir Richard.
2. **OFFICE:** No vacancies.
3. **POLITICAL PROBLEMS:** None.
4. **CROWN EVENT:** Agriculture Crisis (Minister of Trade Knight William: 6, no) -5 MSV
5. **PLAYER TURNS:**
 - Baroness Mary: Gain 2 IPs. Roll on Socializing Table (-1 IP, buy +1 drm, -2 IP): 10+1 = In demand, +10 PP, +1 drm. Play "Monarch's Counselor" on self. Counsels Monarch and accuses Ruth of Witchcraft: 12 Monarch is please, counsel accepted, +2 PP. Ruth is accused of wrongdoing
 - Marquise Ruth: Gain 1 IP. Roll on Literary Pursuit Table: 10+2 = Poet Laureate, +3 PP.
 - Knight Michael: NMR. Gains 1 IP.
 - Marquise Elizabeth: Gain 2 IPs. Rolls on Fashion Table: 5+2 = 7 = Tasteful +1 PP.
 - Sir Richard: Gain 1 IP. Promote Richard to Knight (-2 IP). Play "Scandal" hit on Ruth.

Turn 13

1. **PLAYER ORDER:** Baroness Mary, Knight Michael, Knight Richard, Duchess Elizabeth, Marquise Ruth.
2. **OFFICE:** No vacancies.
3. **POLITICAL PROBLEMS:** Agriculture Crisis (Minister of Trade Knight William) +5 MSV.
4. **CROWN EVENT:** Court Ball.

Due next are any modifications to the Hearing (and possible trial), to the Scandal roll, (etc) and to the Ag Crisis. Due also are your player orders for Turn 13. Remember, the game is over if Thomas remains a FARC Monarch at the end of Turn 13.

You drew 1 IP, _____ opportunity, _____ event.

Status

Baroness Mary (#64, MC): 15/16 PP, 0 IP, 15C: #34, #21(H), #44
 Knight Michael (#15): 15/1 PP, 2 IP, 15C: #36, #35(H), #24, #25
 Knight Richard (#14): 33/28 PP, 8 IP, 12C, #41(H), #13(H), #46, #54
 Duchess Elizabeth (#62): 20/31 PP, 30 IP, 13C, #66(H, Ba), #55, #52, #56, #33, #51, #46,

--continued on p 6



??? IS ???

OR 6.2



Correction Check: Only OR #6.2 is needed, the 1st "5" train was purchased in this Operating Round Set. Also the Press Excellence Award should be correctly awarded to Chuck Hanna. (the GM is not that witty).

PLAYER STATUS

Hanna	\$214, 4-PRR(P), 6-NYC(P), 1-NYNH (Priority)
Chinnery	\$169, 6-NYNH(P), 1-C&O, 1-PRR
Fisher	\$81, 6-Erie(P), 1-B&O, 1-PRR
Butitta	\$185, 6-B&O(P), 1-NYNH, 1-C&O
Ringhoffer	\$103, 6-C&O(P), 1-B&O, 1-CPR
Farrow	\$41, 2-CPR(P), 6-B&M(P)

CORPORATION STATUS

Corp	Value	Pool	IO	Par	Cash	Trains	Tokens
NYNH	D 90	1	1	\$100	\$457	2-"3"s	G19, F22 (0)
NYC	A 90	0	4	\$100	\$262	"3" &	
"4"	E19, H16 (2)						
B&O	F 80	2	-	---	\$90	"3" & "4"	I15, H18w (1)
Erie	D 71a	0	4	\$76	\$310	"5"	E11 (2)
B&M	D 71b	0	4	\$76	\$310	"5"	E23 (1)
C&O	G 69a	2	-	---	\$8	"4" & "5"	F6, (2)
PRR	G 69b	4	-	---	\$203	"4"	H12, H16 (2)
CPR	G 63	3	4	\$82	\$454	"3"	A19, F16 (2)

OR #6.2

NYNH - Upgrade G19 w/tile #62(se), run trains - G19-F20-F22 for \$120 and G19-G17-H16 for \$120, payout dividends! +\$144 Chinnery, +\$24 Hanna, +\$24 Butitta & +\$24 NYNH, stock moves to D 100, no train purchase, treasury = (\$457+\$24) = \$481

NYC - Upgrade H16 w/tile #63(ne), run train - I15-H16-H18 for \$140 and H16-G17-Q19n-F20 for \$140, payout dividends! +\$168 Hanna, stock moves to A 100, no train purchase, treasury = \$262

B&O - Upgrade H14 w/tile #41(e), run trains - H18-G17-G19 for \$140 and G19-H18-I19-I15 for \$200, payout dividends! +\$204 Butitta, +\$34 Fisher, +\$34 Ringhoffer & +\$68 B&O, stock moves to E 90, no train purchase, treasury = (\$90+\$68) = \$158

Erie - Lay tile #7 in F12(w), run train - E11-F10-G7-F6 for \$90, payout dividends! +\$54 Fisher, stock moves to D 76, no train purchase, treasury = \$310

B&M - Lay tile #9 in D22(e) for \$120, place token in F22 for \$40, run train - G19n-F20-F22-F24-E23 for \$180, payout dividends! +\$108 Farrow, stock moves to D 76b, purchase "3" train from CPR for \$149, treasury = (\$310-\$120-\$40-\$149) = \$1

C&O - Lay tile #9 in E3(se), run train - F2-F6 for \$100 & F6-G7-F10-E11 for \$90, payout dividends! +\$114 Ringhoffer, +\$19 Chinnery, +\$19 Butitta & +\$38 C&O, stock moves to G 70, no train purchase, treasury = (\$8+\$38) = \$46

PRR - Upgrade I17 w/tile #23(w), place token in G19a for \$100, run train - G19e-H18-I19-I15 for \$200, payout dividends! +\$80 Hanna, +\$20 Chinnery, +\$20 Fisher, +\$80 PRR, stock moves to G 70b, no train purchase, treasury = (\$203-\$100+\$80) = \$183

CPR - Upgrade F16 w/tile #15(w), place token in G19(n) for \$100, no train or run - stock falls to G 54(y), purchase "3" train from B&M for \$11, treasury = (\$563-\$100-\$11) = \$462

PLAYER STATUS

Hanna	\$486, 4-PRR(P), 6-NYC(P), 1-NYNH (Priority)
Chinnery	\$352, 6-NYNH(P), 1-C&O, 1-PRR
Fisher	\$189, 6-Erie(P), 1-B&O, 1-PRR
Butitta	\$432, 6-B&O(P), 1-NYNH, 1-C&O
Ringhoffer	\$251, 6-C&O(P), 1-B&O, 1-CPR
Farrow	\$149, 2-CPR(P), 6-B&M(P)

CORPORATION STATUS

Corp	Value	Pool	IO	Par	Cash	Trains	Tokens
NYNH	D 100	1	1	\$100	\$481	2-"3"s	G19, F22

NYC	A 100	0	4	\$100	\$262	"3" & "4"	E19, H16
B&O	E 90	2	-	---	\$158	"3" & "4"	I15, H18
Erie	D 76a	0	4	\$ 76	\$310	"5"	E11 (2)
B&M	D 76b	0	4	\$ 76	\$ 2	"5"	E23, F22
C&O	G 70a	2	-	---	\$ 46	"4" & "5"	F6, (2)
PRR	G 70b	4	-	---	\$183	"4"	H12, H16, G19s, (1)
CPR	G 54(y)	3	4	\$ 82	\$462	"3"	A19, F16, G19n (1)

Trains Available: 66 DDDDDD

Press:

From the *Cleveland Gazette*: C&O Report - "Our board of directors is pledged to pay dividends from here on out in order to drive stock up. Must our (undecipherable XXX XXX XXX) options. We are also exploring options to merge with Erie to better serve the Great Lakes region."

The noted reporter and booze-hound - "Puppy" Frueh liked the beer brought in by the C&O RR, but wondered what options were available...higher rail rates was assumed.

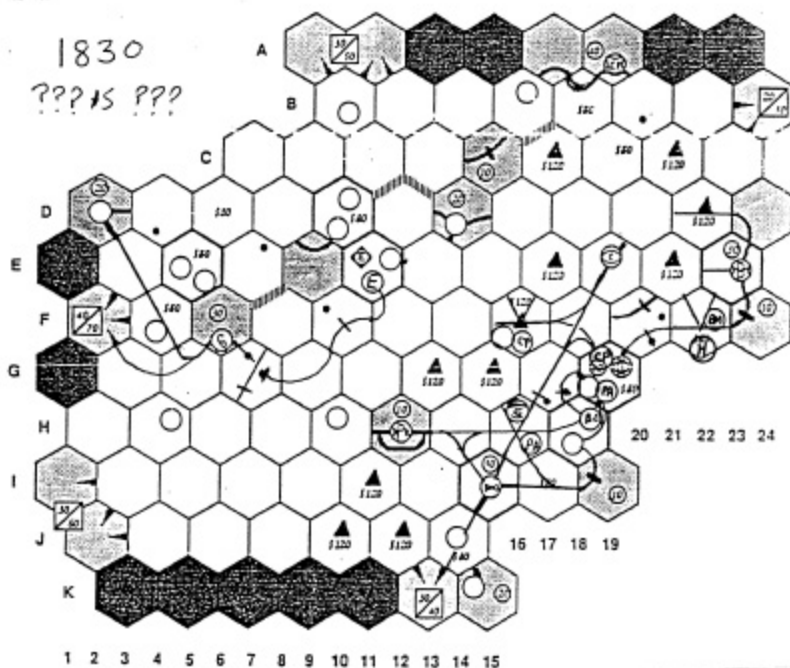
Due for next time are orders for Stock Round #7, remember the certificate limit is (11) eleven. You are encourage to submit general intentions with your orders. Deadline to Mark is 1 Oct.

Tiles Available:

Yellow: #3(2), #4(2), #7(2), #8(6), #9(5), #55(1), #56(1), #57(1), #58(1)

Green: #14(3), #15(0), #16(1), #18(1), #19(1), #20(1), #23(2), #24(3), #25(1), #26(1), #27(1), #28(0), #29(1), #59(1)

Brown: #39(1), #40(1), #41(1), #42(2), #43(2), #44(1), #45(1), #46(2), #47(1), #61(1), #63(2), #64(1), #66(1), #67(1), #68(1), #70(1)



**PLAYER HOLDINGS:** (* = president; ** = at cert. limit of 10)

WordeImann**	\$1063	4GT, 2LPS, 1CPR, 4CGR, 1THB [priority]
Farrow**	\$1078	6THB*, 6BBG*
Zieske	\$634	6GT*, 2CGR
Chinnery	\$296	2CPR, 7CGR
Quist	\$496	5LPS*, 7CGR*, 1THB
Butitta	\$602	5CPR*, 5TGB*

COMPANY STATUS

Name	Pres	Value	Pool	IO	Par	Treas	Trains	Tokens
OT	PZ	B300	0	-	n/a	\$67	5	1
THB	DF	A175	0	2	100	\$0	56	0
LPS	MQ	D150	3	-	n/a	\$1025	-	0 tunnel
CPR	JB	E125	2	-	n/a	\$234	D	0
TGB	JB	C90	1	4	90	\$50	6	2
CGR	DC	B90	0	-	n/a	\$172	5D	3 both
BBG	DF	A90	0	4	100	\$0	D	2

SHARE ROUND 8

WordeImann sells 2LPS, buys THB. (\$1063 + 300 - 100 = \$1263) LPS to E125b.

Farrow passes.

Zieske buys THB. (\$634 - 100 = \$534) THB sold out.

Chinnery buys TGB. (\$296 - 90 = \$206)

Quist buys LPS. (\$496 - 125 = \$371)

Butitta buys CPR. (\$602 - 125 = \$477)

WordeImann buys BBG (\$1263 - 100 = \$1163)

Farrow passes.

Zieske buys CPR. (\$534 - 125 = \$409) CPR sold out.

Chinnery buys TGB. (\$206 - 90 = \$116)

Quist passes.

Butitta buys TGB. (\$477 - 90 = \$387)

WordeImann and Farrow pass.

Zieske buys TGB. (\$409 - 90 = \$319)

Chinnery buys TGB. (\$116 - 90 = \$26) TGB sold out.

All pass. Quist has the priority deal card.

THB, OT, CPR, TGB, and CGR are sold out. THB is at the top already; the others rise to A325, D150, B100, and A100, respectively.

PLAYER HOLDINGS: (* = president; ** = at cert. limit of 10)

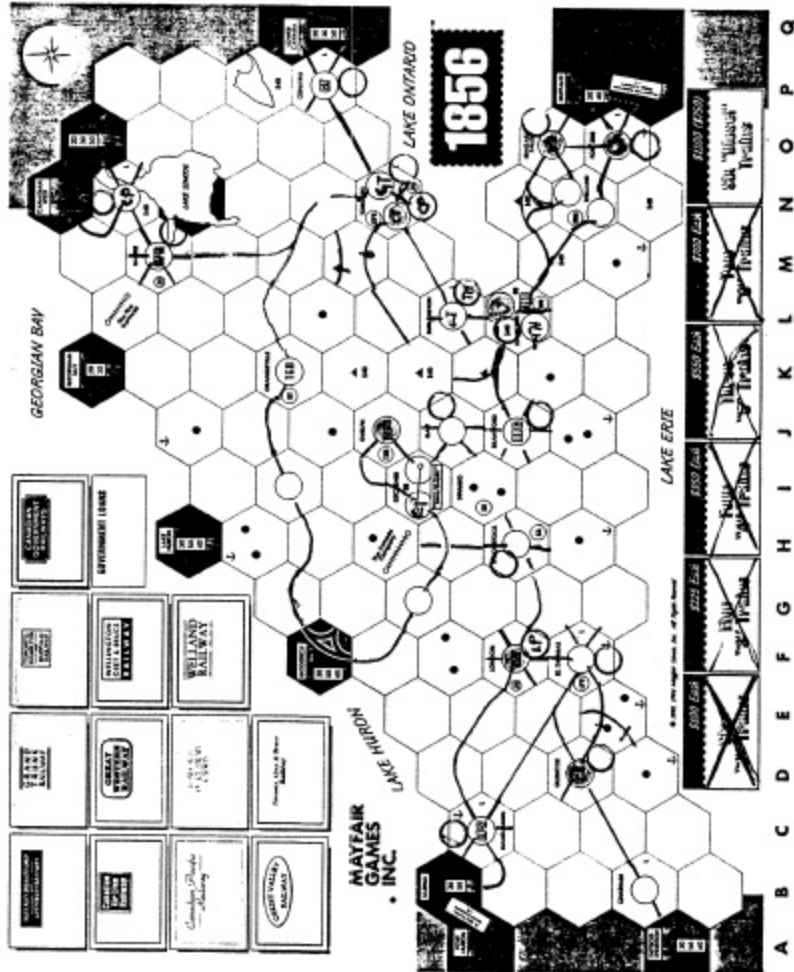
Quist(**)	\$371	6LPS*, 7CGR*, 1THB [priority]
Butitta**	\$387	6CPR*, 6TGB*
WordeImann**	\$1163	4GT, 1CPR, 4CGR, 2THB, 1BBG
Farrow**	\$1078	6THB*, 6BBG*
Zieske	\$319	6GT*, 2CGR, 1THB, 1CPR, 1TGB
Chinnery	\$26	2CPR, 7CGR, 3TGB

COMPANY STATUS

Name	Pres	Value	Pool	IO	Par	Treas	Trains	Tokens
OT	PZ	A325	0	-	n/a	\$67	5	1
THB	DF	A175	0	-	n/a	\$200	56	0
CPR	JB	D150	0	-	n/a	\$234	D	0
LPS	MQ	E125	4	-	n/a	\$1025	-	0 tunnel
TGB	JB	B100	0	-	n/a	\$50	6	2
CGR	DC	A100	0	-	n/a	\$172	5D	3 both
BBG	DF	A90	0	3	100	\$0	D	2

The bank has \$5,908.

We'll stop here; I (i.e., Chuck Hanna) have usable orders for ORS.1 from everyone except Dan, but everyone may offer revisions. We should be able to play 8.1, 8.2, and 8.3 if everyone's either quick (so that I can get early OR reports back to you) or thorough (so I can figure out what you want to do in all three rounds). With three diesels in play and one on the way, we'll probably finish the game this turn. But it may be close.
official deadline is 1 Oct 97.



1870

JAMES WEST 6-TRAINS SOON!

OR 8.2 ONLY



ERRATA: There were #63 tiles left. SLSF had a better run, so paid \$32/share. IC couldn't lay its tile, etc. See e-mail errata.

PLAYER STATUS

Zieske \$93.6 FW(Pres), 1 GM&O <Priority>
 Wordelmann \$216.7 SLSF(Pres), 1 GM&O, 1 IC, 1 FW
 Quist \$76.7 KATY (Pres), 3 IC(VP)
 Hanna \$218.7 AT&SF(Pres), 7 GM&O(Pres), 1 IC, 3 MP(VP)
 Farrow \$186.6 MP(Pres), 6 T&P(Pres)
 Chinnery \$188.4 IC(Pres), 6 CB(Pres), 3 AT&SF(VP), 2 KATY(VP)

CORPORATION STATUS

Corp	Value	IO	Pool	Par	Cash	Trains	Shares	Tokens	Deet
SLSF	E140	0	3	\$100	\$47	34	0	E12,H13c,H17(D)	M22
MP	A140	0	0	\$90	\$502	3	1	C18(2,D)	J5
GM&O	D110	0	0	\$72	\$673	4	1	M20,K16,(C18)	--
FW	A110	3	0	\$100	\$729	4	0	J3,F5(D)	A2
KATY	F82	0	0	\$68	\$146	3	1	B11,H13(1D)	N1
IC	E82	0	0	\$76	\$547	35	1	K16,M20op (A22)	--
T&P	B82	4	0	\$90	\$1	35	0	J5(1,D)	N17
CB	D76	3	0	\$82	\$486	4	1	H17(1,D)	J3
AT&SF	F30	0	0	\$68	\$340	34	0	B9,B11(1,D)	N1

OR 8.2 (*doubled)

SLSF: Lay Tile #17 in D11(ne). Run B11-E12-H13c (\$150) & H13c-H17-C18-A22 (\$190). Pay dividends (WW +\$224); price soars to E160.

MP: Lay Tile #24 in G16(ne). Run H17-C18-A22 (\$140). Pay dividends (DF +\$84, CH +\$42, MP +\$14); price moves to A160. Buy 5-train (\$502+14-450 = \$66).

GM&O: Lay Tile #47 in I16(sw). Run A22-B19-C18* (\$170). Withhold; price slips to D100.

FW: Lay Tile #57 in D5(se) & #9 in C4(se). Run J5-J3-F5-B11 (\$130). Pay dividends (P2 +\$78, FW +\$39, WW +\$13); price moves to A120.

KATY: Lay #24 in K6(w). Run B11-E12-H13 (\$120). Pay dividends (MQ +\$84; DC +\$24, KATY +\$12; price returns to F90).

IC: Lay #8 in M18(sw) & #5 in N17(ne) <-\$80>. Run M22-M20p-K16-H17 (\$170) & N17-M20p-M22 (\$110). Withhold dividends. Price slips to E76.

T&P: Lay Tile #3 in K4(se). Run J3-J5 (\$50) & J5-K4-I14-H13 (\$90). Pay dividends (DF +\$84, TP +\$56); price returns to B90.

CB: Lay Tile #8 in J15(ne) <-\$60>. Run K16-H17-C18-A22 (\$180). Pay dividends (DC +\$108, CB +\$72); so price goes to D82. Buy 5-train (\$486-60+72-450 = \$

AT&SF: Lay Tile #14 in J3(se). Play token in J3 (-\$100). Run B9-B11-E12 (\$120) & B11-F5-J3-J5 (\$140). Withhold. Price sinks to G20.

Due next are orders for OR 8.3. Note shortage of #24 tiles. 6- (And perhaps 8-) trains will likely be bought, so plan accordingly. Zieske has the priority.

PLAYER STATUS

Zieske \$93.6 FW(Pres), 1 GM&O <Priority>
 Wordelmann \$216.7 SLSF(Pres), 1 GM&O, 1 IC, 1 FW
 Quist \$76.7 KATY (Pres), 3 IC(VP)
 Hanna \$218.7 AT&SF(Pres), 7 GM&O(Pres), 1 IC, 3 MP(VP)
 Farrow \$186.6 MP(Pres), 6 T&P(Pres)
 Chinnery \$188.4 IC(Pres), 6 CB(Pres), 3 AT&SF(VP), 2 KATY(VP)

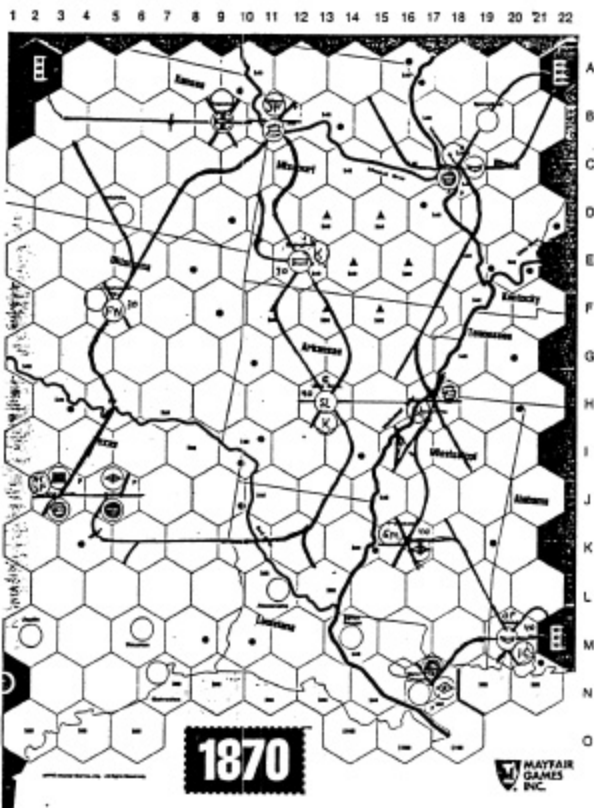
CORPORATION STATUS

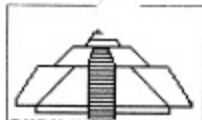
Corp	Value	IO	Pool	Par	Cash	Trains	Shares	Tokens	Dest
SLSF	E140	0	3	\$100	\$47	34	0	E12,H13c,H17(D)	M22
MP	A140	0	0	\$90	\$502	35	1	C18(2,D)	J5
GM&O	D110	0	0	\$72	\$673	4	1	M20,K16,(C18)	--
FW	A110	3	0	\$100	\$729	4	0	J3,F5(D)	A2
KATY	F82	0	0	\$68	\$146	3	1	B11,H13(1D)	N1
IC	E82	0	0	\$76	\$547	35	1	K16,M20op (A22)	--
T&P	B82	4	0	\$90	\$1	35	0	J5(1,D)	N17
CB	D76	3	0	\$82	\$486	45	1	H17(1,D)	J3
AT&SF	F30	0	0	\$68	\$340	34	0	B9,B11,J3(D)	N1

TRAINS AVAILABLE: 666888,10,10,12...

The Bank has \$7,538.

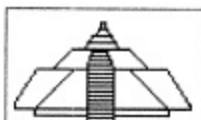
TILES AVAILABLE: #1(1), #2(1), #3(2), #4(5), #5(1), #6(2), #7(7), #8(7), #9(7), #14(1), #15(3), #16(2), #17(1), #18(2), #19(2), #20(2), #23(4), #24(0), #25(2), #26(2), #27(2), #28(2), #29(2), #39(1), #40(2), #41(3), #42(3), #43(2), #44(1), #45(2), #46(2), #47(1), #55(1), #56(1), #57(3), #58(3), #69(1), #70(2), #141(2), #142(2), #148(1), #144(1), #145(2), #146(2), #147(2), #170(2)





ADY CIVILIZATION

Turns 12.10-13.3



TURN XII

12.10: CALAMITY RESOLUTION:

Volcano/Earthquake: Africa destroys Syracuse.

Treachery: Illyria reduces Rome.

Famine: Africa uses 3 Grain and POTTERY to avoid effects. Egypt removes 2T @ Fayum, Tanis & Tyre; 1T from Nubia & Ptolemais. Thrace removes Byzantium and 1T @ Scythia. Crete is NMR: GM removes 2T @ Knossos; 1T @ Chalcis, Delphi, Pannonia, Thrace.

12.11: ACQUIRE CIV CARDS:

Africa discards two Papyrus.

Babylon buys DRAMA & POETRY (60) for 3 Cloth (45), 1 Spice (7) & 8t. Must Discard Salt.

Crete buys CLOTHMAKING (45) for 1 Hides (1), 1 Ochre (1), 2 Papyrus (8), 1 Timber (3), 2 Oil (16), 1 Cloth (5), 1t, and 10 credit.

Thrace buys POTTERY (45) for 2 Ochre (4), 9 Timber (27), 10 credit, and 4t.

12.12: ADJUST AST: Iberia advances to 1600 BC. Africa, Assyria, Babylonia, & Illyria don't advance. Crete and Thrace to 800 BC, and Egypt to 1000 BC.

TURN XIII

13.1: TAXATION: Babylon collects 21t. Assyria collects 16t. Africa & Egypt collect 12t. Thrace and Crete collect 8t. Illyria collects 6t. Iberia collects 4t.

13.2: POPULATION: Crete, Iberia and Thrace fully populate. Illyria has 14T with which to populate. Africa and Babylon have 6T. Assyria has 5T, and Egypt has 0T.

13.3: CENSUS:

ILLYRIA: 36T, 11t, 3C, 60 CP

AFRICA: 26T, 21t, 6C, 290 CP

CRETE: 26T, 21t, 8C, 175 CP

BABYLON: 25T, 22t, 7C, 405 CP

ASSYRIA: 25T, 24t, 8C, 385 CP

THRACE: 22T, 11t, 4C, 285 CP

EGYPT: 16T, 31t, 6C, 210 CP

IBERIA: 12T, 10t, 2C, 90 CP

DUE NEXT TIME: Turn 13 Population through Trade phases.

THE BOARD (after Taxation)

AFRICA (Nast): C @ Carthage, Cirta, Cyrene, Palermo, Thapsus, Tripoli; S @ Corbuba, Ionia, Syracuse; 2T @ Corbuba, Cyrenica, Samnium, Tunisia, W Mauritania; 1T @ Balaeres, Campania, E Mauritania, Ionia, Jalo, Libya, New Africa, Numidia, Sahara, Tripolitania. POTTERY, MYSTICISM, ENLIGHTENMENT, CLOTHMAKING

ASSYRIA (Deb Osborne): C @ Ankara, Antioch, Gordium, Kanesh, Media, Miletus, Salamis, Sinope, 1S @ Antioch, Sinope, 3T @ Armenia, Van; 2T @ Bithynia, Cyprus; 1T @ Cappadocia, Cilicia, Galatia, Kuban, Lycia, Mikop, Nalchik, Phrygia. MYSTICISM, ASTRONOMY, CLOTHMAKING, DRAMA & POETRY, ENLIGHTENMENT.

BABYLON (Anderson): C @ Babylon, Carrhae, Charax, Petra, Sidon, Sues, Ur; 3T @ Syria; 2T @ Babylonia, Chaldeae, Damascus, Mari, Parthia, Phoenicia, Sumeria; 1T @ Arabia, Tyre. COINAGE, MYSTICISM, POTTERY, ENGINEERING, DRAMA & POETRY

BARBARIANS (Nar): 5T @ Danubia; 2T @ Aquitania, Pyrenees; 1T @ Hispania, Tarraconensis.

CRETE (Boyum): C @ Eretria, Rhodes, Phaestos, Sparta; 1S @ Pannonia, Thrace; 2T @ Dalmatia; 1T @ Athens, Argos, Chalcis, Corinth, Dacia, Delphi, Epirus, Knossos, Macedonia, Pannonia, Thrace. METALWORKING, MYSTICISM, POTTERY.

EGYPT (Ringhoffer): C @ Buhen, Jerusalem, Sardinia, Siwa, Thebes, U Egypt, 1S @ Subrata; 3T @ Alexandria; 2T @ Fayum, Memphis, Subrata, W Desert; 1T @ E Desert, Gasa, Ptolemais, Sinai, Tanis. MYSTICISM, METALWORKING, ASTRONOMY.

IBERIA (Farrow): C @ Massilia, Narbo; 1S @ Narbo, Campania; 2T @ Etruria, L Germany; 1T @ Campania, Corinth. CLOTHMAKING, POTTERY.

ILLYRIA (Bryden): C @ Apollonia, Ithaca, Tarentum; 3S @ Tarentum; 1S @ Aquitania; 3T @ Belgica, Germany, Rubicon; 2T @ Illyricum, Pannonia, Rome; 1T @ Aquitania, Britannia, Cisalpine, Gaul, Londinium, Neapolis, Rhine, U Germany. DRAMA & POETRY.

THRACE (Zieske): C @ Sardes, Thera, Thessalonica, Troy; IS @ Byzantium, Moesia.
Thrace: 2T @ Ionia, Moesia, Scythia; 1T @ Caralis, Corsica, Crimea, Dacia, Lesbos.
DRAMA & POETRY, METALWORKING, MYSTICISM, POTTERY.

PRESS:

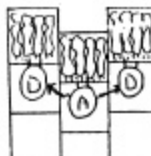
Illyria to Crete & Iberia: What are you guys doing anyway? ? Like I said before we should be after easterners not each other.

Thrace wants ochre, iron; has papyrus, bronze.

YOUR CARDS ARE:



Straightaway



In Curves

Attacks from the rear are as shown above.

LONG WHIP (Attacking From the Rear)															
Lash Factor															
Dice Roll	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
2	C	S	C	W	V	V	V	V	V	J	C	B	M	W	SS
3	W	C	C	V	B	B	M	C	C	C	J	M	S	W	SS
4	B	M	V	M	M	B	S	W	S	B	M	J	W	W	M2
5	M	V	M	C	W	W	S	S	W	M	W	W	J	M2	W
6	V	W	B	M	S	W	W	W	W	W	S	W	W	J	W
7	B	B	W	B	B	S	B	M	S	S	W	S	M2	W	J
8	V	M	B	W	C	M	W	B	M	W	M2	W	W	SS	W
9	M	V	M	S	W	C	C	S	B	M2	W	M2	SS	M2	W
10	B	B	V	B	M	M	M	W	W	W	S	SS	W	W	M2
11	W	B	S	V	M	B	M	M2	M2	S	B	M2	S	W	SS
12	S	S	S	M	V	C	M2	C	M2	SS	SS	W	M2	S	SS

Long Whip Attacks From Adjacent Use Standard Driver Lash Attack Table

W, B, S and M = Same as on standard driver lash attack table (see left)

SS = Double Sideslip. Chariot immediately moves two lanes to the outside and may not use any straining for the balance of this turn (see J below) and the next game turn. This is not a normal lane change. There is no movement cost for this event, but a chariot which must double sideslip cannot willingly change lanes to the inside for the duration of that turn. Note that a defender in lanes 1, 2, 7 or 8 would be forced into the wall and flip.

J = Jostled. Driver is jostled. Reduce driver's current modifier by three (-3). Chariot is unable to use any straining including voluntary straining and cornering over the safe maximum speed (such as would be caused by making an inside corner lane change) for the balance of this turn and all following game turns in which its Current Driver Modifier is negative. Thus, all MFs gained during the present movement phase as a result of voluntary straining would be negated except for those necessary to reach the corner square at which the "J" result occurred. Endurance costs for any lost MFs must still be paid.

M2 = Double Movement Loss. The defender rolls two (2) dice, and reduces his team maximum speed by that amount for his next movement phase.

C = Cower. Defender cannot voluntarily attack on his next movement phase.

V = Vendetta. The defender's CDM is increased immediately by two (+2) until he finishes his next move.



DUNE HRS Naked!



TURNS 10 & 11

THE CAST

ATREIDES (Fisher): KH, 2L, 15S, 3C, 10T @ Arrakeen, 6T @ False Wall West(s17), 1T @ Habbanya Ridge Sitch.
EMPEROR (Deb Osborne): 66S, 3C, 6T & 3* @ Habbanya Ridge Sitch, 2T & 2* @ Polar Sink, 5T @ Meridian(s2).
FREMEN (Anderson): 8S, 4C, 1T & 3* @ Sitch Tabr, 3T @ Habbanya Erg(s16).
GUILD (Wilson): 67S, 3C, 6T @ Tuek's Sitch, 8T @ Polar Sink.
HARKONNEN (Bryden): 17S, 8C, 5L, 8T @ Carthag, 1T @ False Wall East (s??), 3T @ Minor Erg(s8).
IX (Narhi): 63S, 4C, 5T Shield Wall.
TANKS: 10P, 1G, 2H, 8I: Lady J, B Raban, Colonel, Count Fenring, Jamis, Guild Rep.

TURN 10 (continued)

- COMBAT**: Emperor (@) vs Atrides in Habbanya Ridge Sitch. Atrides cries out E's weapon (E is NMR so will play no weapon). E plays Bashar(2), OS, and dials 5.5. A plays Duncan Idaho, "Lasgun", "Shield", and dials 1/2. BOOM. Everything goes to the Tanks.
- SPICE COLLECTION**: I collects 10S. H collects 8S at Minor Erg and 2S for Carthag. A collects 2S for Arrakeen. F collects 2S at Habbanya Erg. G collects 1S for Tuek's Sitch.

TURN 11

- The **STORM** moves from Sector 15 to Sector 1 wasting 2 Freemen in the Habbanya Erg. Next Weather chit is ____.
- SPICE BLOW**: South Mesa(10) and Red Chasm(8) have spice blows. The top Spice card is _____.
- BIDDING**: There are 3 cards available. They are _____, _____, _____.

Due next time are orders for any voluntary actions from Turn 11 Bidding to Turn 12 Spice Blow. Please specify what sectors your troops are in.

ATREIDES (Fisher): KH, 2L, 17S, 1C, 10T @ Arrakeen, 6T @ False Wall West(s17).
EMPEROR (Deb Osborne): 66S, 3C, 2T & 2* @ Polar Sink, 5T @ Meridian.
FREMEN (Anderson): 10S, 4C, 1T & 3* @ Sitch Tabr, 1T @ Habbanya Erg(s16).
GUILD (Wilson): 68S, 3C, 6T @ Tuek's Sitch, 8T @ Polar Sink.
HARKONNEN (Bryden): 27S, 8C, 5L, 8T @ Carthag, 1T @ False Wall East (s??), 3T @ Minor Erg(s8).
IX (Narhi): 73S, 4C, 5T Shield Wall.
TANKS: 1A, (6 & 3*)E, 12F, 1G, 2H, 8I: Lady J, B Raban, Colonel, Count Fenring, Jamis, Guild Rep, Bashar, D Idaho.

LEGEND: * = starred token, (@) = aggressor, A = Atrides, C = card, E = Emperor, F = Freemen, G = Guild, H = Harkonnen, I = IX, KH = Kwitsch Haderach, L = leaders, S = spice, s# = sector #, T = token.



BRITANNIA

Turn 16
1070-1085 AD



The East:

PURPLE: Paul Zieske
GREEN: Peter Boyum

BLUE: Chuck Hanna
RED: David Anderson

The Board:

PICTS (2): 2A @ Alban; 1A @ Caithness, Dalraida, Mar, Moray.
CALEDONIANS (1.5): 2A @ Orkneys.
IRISH (1.5): 2A @ Gwynedd, Powys.
SCOTS (2.5): 3A @ Dunedin; 2A @ Lothian, 1A @ Strathclyde.
NORSEMEN (1.5): 2A @ Clwyd; 1A @ Skye.
DUBLINERS (2): 2A @ Cumbria.
DANES: (2): 3A @ Downlands; 2A @ Lindsey; 1A @ Norfolk, Suffolk.
NORWEGIANS: Harald, 3A @ Bernicia; 1A @ Mercia.
SAXONS (0.5): 1A, Harold @ Dyfed; 1A @ Cornwall, Devon, Gwent.
ANGLES (0.5): 2A @ Cheshire, N Mercia, Pennines.
NORMANS: William, 1A @ Essex; 1C @ Hwicce, S Mercia, Wessex; 1A @ Kent.

Score: Green 105.5, Blue 78, Purple 74.5, Red 72.

Turn 16

PICTS (2): Grow 2.5 Pop Pts. Add 1A @ Dalraida. 1A Dalraida-Skye (1:1; 1:3; 2:4; 6:6 -1 Pict, 1 Norseman).
CALEDONIANS (1.5): Grow 0.5 Pop Pt. Hold.
IRISH (1.5): Grow 1.5 Pop Pt. Add 1A @ Powys. 1A Powys-March (2:4; 5:6 -1 Irish, 1 Norwegian).
SCOTS (2.5): Grow 2.5 Pop pts. Add 1A @ ...

Score: Green 105.5, Blue 78, Purple 74.5, Red 72.

Due next time are orders for the rest of Turn 16.

Board:

PICTS (1.5): 2A @ Dalraida; 1A @ Alban, Caithness, Mar, Moray.
CALEDONIANS (2): 2A @ Orkneys.
IRISH (1.5): 2A @ Gwynedd, Powys.
SCOTS (2.5): 3A @ Dunedin; 2A @ Lothian, 1A @ Strathclyde.
NORSEMEN (1.5): 2A @ Clwyd.
DUBLINERS (2): 2A @ Cumbria.
DANES: (2): 3A @ Downlands; 2A @ Lindsey; 1A @ Norfolk, Suffolk.
NORWEGIANS: Harald, 3A @ Bernicia.
SAXONS (0.5): 1A, Harold @ Dyfed; 1A @ Cornwall, Devon, Gwent.
ANGLES (2): 2A @ Cheshire, N Mercia, Pennines.
NORMANS: William, 1A @ Essex; 1C @ Hwicce, S Mercia, Wessex; 1A @ Kent.

LEGEND: A = army, L = leader, R = ruler, (#) = population points, r-??? = retreats to ???.



MAGIC REALM LOOT!!!!



EVENING 26 / DAY 27

THE CAST:

Dave Anderson:
John Butitta:
Marcel Carbonneau:
Don Chinnery:
Dan Farrow:
Dan Osborne:
Debbie Osborne:

Bennie the Berserker
Willie the Pilgrim
Amber Rose the Amazon (deceased)
Razi the (optional) Wizard (deceased)
Sinplomo the Sorcerer (aka Misty, deceased)
Smaug of the Dark Helmet, a Black Knight
Thorn of the Grotto, an Amazon (deceased)
Sylvan the (optional) Druid (deceased)

EVENING 26

No action.

MONSTER ROLL = 6

DAY 27

Smaug & Robin @ Inn: H(3,2 = y), H, H.H. Company arrives.

MONSTER ROLL = 1

Bennie @ Cr5: H(3,1 = y), S(Loot: 3,2 = _____, fatigue FIGHT T5*), S(Loot: 3,2 = _____, fatigue BERSERK T4**, recover FIGHT T5*), S(Loot: 4,1 = _____, fatigue FIGHT T5*), R(FIGHT T5*). Reveal Flutter 2, Patter 2, Patter 5, Cairns 5, Roar 6.
Willie @ BL6: S(Loot 4, 2 = _____), S(Loot 6,4 = _____). Reveal Smoke C, Hoard 6.

COMBAT: Rogues (6 then 4) insult Smaug. He must fight or lose 5N.

Due next time are orders for Evening 27 and Day 28 and whether you intend to cast a spell Evening 28. If no spells and no combat, the game will end next time. Remember, some monsters may regenerate on Turn 28.

DEAD PILE: Ralph, Roger & Raoul, Ponies BHQ & B2-B5, H dragon, two H flying dragons, three H spiders, one T spider, three bats, two axe-goblins, TF dragon.

BOARD NOTES:

Nut Woods, Cliff, and Caves are enchanted. One bat is at DW1; two bats are at Cl6. The Order has Cloven Hoof (BLACK, +1 to all rolls) at the Chapel. The Altar is at Ru1. The Lost Castle is at Cr1. Two ghosts haunt DV2. The Pool is at Ca6; a short sword, helmet, and breastplate are at Ca4 and Cr5. There is a T dragon at Cl2. The Hoard is at BL6. The Small Campfire, the Woodfolk, & the Bashkars are at NW5. Cr5 has the Cairns. Two small treasures are abandoned at the Inn. Large Campfire is at LW4. Lost City is HP3 with the Vault, the Lair and a T dragon. The Shrine & a six-pack of spear goblins is at HP4. The Statue is at Cn2. A giant is at Cr6. Four axe-goblins are in HP5. The Flowers of Rest (GOLD, rest all *, lose rest of turn) are at Cr2.

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